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ABSTRACT

This presentation discusses the use of simulation games in the training of resident assistants, and discusses such items as student response to this type of training device, rate of success in promoting discussion, stimulating thinking, and developing skills, and the use of this device as a vehicle for peer feedback. Three specific games are presented as examples dealing with basic decision making, programming, and women's rights. The discussion of these three games and their specific content aims at stimulating ideas among the audience for possible uses of the device on other campuses. The final part of the presentation deals with the specifics of creating new games for other campus situations and at developing skills in the area of staff training and in the development of new applications of the simulation device. (Author/LAA)

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Program: "Simulation Games as Used in Resident Assistant Training Programs"

"THE SIMULATION DEVICE USED FOR PEER FEEDBACK"

Helping resident assistants accept feedback is certainally one large area of concern common to most training programs. To accept the criticism of others is often a skill that undergraduate resident assistants must acquire. Furthermore, to be able to extend feedback or criticism to peers, in a constructive way, is often just as difficult a skill to master. Most undergraduate residnet assistants are capable of good honest peer and situation evaluation. At times, however, they are perplexed about how to give both positive and negative feedback.

Another area to consider in training programs is the area of determining the resident assistant's ability to handle emergency situations. Given enough background and philosophy the resident assistant will most often be able to do some quick thinking in new situations. It is important, however, that supervisory personnel have had enough contact with staff members to know them well enough to be able to have faith and trust in their decisions.

A third, and less serious consideration of a training program in establishing the importance of the use of humor in evaluation of situations. While most normal incidents that arise in the typical residence hall have a serious and consequential nature, many also have a humorous nature when put into their proper perspective.

To accomodate growth in these three areas, "Student Staff, Superstar" a simulation game, was developed. This device provides an opportunity for resident assistants to practice providing and accepting peer feedback. The game creates an opportunity for supervisory personnel to observe resident assis-

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tants in simulated decision making. The device also puts many common residence hall occurances into a perspective that allows for humor to be used to evaluate situations.

Based on my own experience, I have seen much growth in residence assistants come about from the use of this type of training device. Certainly this basic idea could be adapted for use on many other campuses, or in many other situations.

STUDENT STAFF SUPERSTAR

BY: Marilyn McCall
James M. Osteen

## RULES

This game is played very much as Monopoly is played. We awarded stars pasted on small pieces of paper for the money. The object was to collect more stars than your opponents in a given time period. Each player started out with 10 stars. A dice was rolled to determine how many squares a person could move.

The game board was about card-table size, allowing up to 7 players to get around it. The place markers were items found in any office...a paper clip, a rubber band, a key tag, a shower curtain hook, etc, etc. A "Bursar" is appointed to award the stars when they are won.

## THE GAME BOARD

1. Go!! Collect 5*
2. You correctly recall the name of one of your new residents. Win 1*
3. The cash drawer lost 20¢ during your shift. Lose 1*
4. Take one guest card
5. 400 people turned out for your program on "toenail trimming" Win 2*
6. Take one program card
7. You caught four residents drinking in a room. Move ahead 2 spaces.
8. There are still 21 residents on your floor who have not turned in their program cards. Lose 2*
9. You discover that one person you caught drinking was fellow staff member. Go back to GO...do not collect *'s
10. You cannot find your student staff handbook. Lose 1*
11. You were pleasant to the desk staff who got you out of bed early Sunday morning to open the desk. Win 1*
12. ON DUTY IN THE HALL LOSE ONE TURN.....OR.....JUST VISITING
13. There are 14 hamsters and 3 small milk cows living on your floor. Lose 2*
14. The discussion you had in staff class helped you solve a reoccurring problem on your floor. Win 10*
15. You complain about the "Breaded Guesswhat" in the dining service. RIGHT ON....NO*
16. You forgot to tell your director that a resident moved out. Lose 2*
17. Take one guest card.
18. You fought off the temptation to go drinking with an under-aged resident. You win 3*
19. You accidently pulled the fire alarm. Lose 3*
20. You cleaned up after a trade party. Win 2*
21. Take one program card.
22. Your whole hall has gone to POT. Lose 2*
23. DIRECTOR TAKES DUTY....FREE SPACE.
24. You remember the night hostess' name. Win 1*
25. You lost the master key. Lose 5*
26. You signed up for a night class on the same night as hall council. Pretty Foxy!! No*
27. The lounge is a passion pit. Lose 1*
28. Take one program card.
29. You cut staff class. You lose 2 turns.
30. You talked 17 residents into applying for staff. They were all rejected. Lose 2*

31. Take one guest card
32. All the residents in your hall have turned in their inventory sheets. Win 3*
33. Take one guest card.
34. YOU HAVE JUST BEEN PUT ON DUTY...GO BACK TO YOUR HALL
35. You UNDERSTAND the difference between informational and interactional programming. Win 2*
36. You remember who Dr. Bishop is. Win 1*
37. Your floor failed to show up for an all hall function. Lose 1*
38. You get along with the staff in your brother/sister hall. Win 1*
39. Take one guest card
40. Take one program card
41. Your floor is quiet from 7 p.m. on. Win 3*
42. Take one program card
43. Your hall cuts back on intervisitation hours. Win 3*
44. You took an extra weekend duty. Win 2*

## THE PROGRAM CARDS

1. This is your weekend on duty. While just getting out and around the floors you find a person walking down the hall carrying a 6-pack of beer. You ask him/her who he/she is and then to please leave and get the beer out of the hall. He laughs at you and keeps walking. *
2. You forgot to order the trophies for the hall tournaments. Lose 1*
3. The recreation room is left in a mess for three days in a row, and the housekeeper calls it to your attention. *
4. A group of residents on your floor seem to get kicks out of picking on one of the other residents on the floor who is not very outgoing. They are constantly teasing him/her by putting water in his/her bed, throwing firecrackers under his/her door at 4:00 a.m. etc. etc.*
5. One of your fellow staff members has very little interest in staffing. He/she seldom is on time for desk duty if he/she shows up at all. He always asks you to cover for him when he/she is on duty. You know for a fact that the director favors him/her above the rest of the staff, and that the director if blind to his/her failing.*
6. You never use desk supplies for your class projects. Win 1*
7. You are taking Dr. Bishop on a tour of your floor during an open house and discover some residents body-surfing. What do you do?*
8. Go back three spaces.
9. You receive an anonymous phone call late at night stating that a male was seen crawling in a ground floor window of a women's hall.
10. A resident continuously insists on running down the hall nude----even during intervisitation. What should you do? *
11. Advance to go Collect *'s
12. Your hall won Spring Sing. Take another turn.
13. Early in the year the other three staff in your hall decide that they do not like the staff in your brother/sister hall. *
14. You have heard the rumor that one of the suspected pushers in your hall is expecting a big shipment of drugs through the mail. While you are on duty a package comes for him/her. It has a suspicious rattle to it. What do you do?
15. You assign Freakie Freida and Sally Straight to live together as roommates. Lose 1*
16. You come through the lounge at 1:00 a.m. and find five guys playing football. You mention something to them about stopping, and they say that the staff won't let them have any fun. *

17. A resident in your hall frequently is seen feeding her off campus friend in the dining service. *
18. Your hall had fewer disqualifications than any other hall. Win 2*
19. The residents on third and fourth floors seem to be developing a feud. The residents on one floor seem to get pleasure out of making so much noise that it bothers the other floor. The residents who are bothered retaliate. What do you do?*
20. One night you overhear some of the residents on your floor talking about how they don't like one of the other staffs because on weekends when that staff is on duty they see him/her walking through the hall on their floor. They all agree that she/he has no business coming down on the floor where she/he is not staff.*

**********Items that are followed by an * are for discussion. Opponents vote on the number of points to award out of a possible five.

GUEST CARDS

1. A resident comes to you to complain that the residents next door is always playing their stereo too loudly.*
2. A resident from your floor and a resident from another floor come to you and tell you that they want to change rooms. You tell them that you would like to talk to them about it, but they say they don't want to talk, and they leave. A couple of days later you notice the resident from the other floor taking showers on your floor and using a key to go in and out of the room on your floor.*
3. A new resident moves in during the quarter and there is only one empty space available - with a student who is very nervous and easily upset. Shortly after the new resident moves in you find out from the Health Center that he/she is an epeleptic. What should you do?*
4. A resident comes to you and says that he/she is very worried about himself/herself because he/she has had some thoughts of suicide running through his/her mind recently.*
5. A resident reports to you that he/she has been receiving obscene phone calls. *
6. You never run over the deadline on your Thelma Miller Loans. Win 1*
7. Take One Program Card.
8. There has been racial tension on your floor all year. Now there is a stealing problem. The Black students are being blamed for the thefts. What do you do?*
9. In a discussion that you are in in a room on the floor, the group starts to criticize the director because he/she is the one in the hall that deals with discipline.*
10. One of your fellow staff members has a sense of humor which comes across to the residents as really being cold and rude. You know the staff member well enough to know that this is not what he/she means to communicate.*
11. You have now been put on duty in the hall. Go. directly to the hall. Do not pass GO do not collect *
12. You were assigned desk hours when the mail comes....<u>again</u>. Lose 1*
13. One of yorr residents consistently refuses to register his/her overnight guests but cheerfully pays the $2.30 fee. Should you be concerned about this? If so, how would you handle the situation?*
14. You suspect that there is drinking going on in a certain room on your floor and a resident comes to you and says that he/she is concerned because he/she has heard that there is drinking going on in that same room.*

15. Some of the residents on your floor are critical of the director because he/she is gone out of the hall quite a bit of the time and often does not attend the hall activities.*
16. Two residents on the floor come to your room at 1:45 a.m. and tell you that they have heard that another resident still has his girl in his room even though visitation ended 45 minutes ago. *
17. You forgot to pay room and board on time. Lose 1*
18. At the end of the year you had the same ping pong paddles that you began the year with and they are still in good condition. Win 1*
19. Karen has an extremely offensive body odor which her roommate has complained to you about. What should you do?*
20. Get out of taking duty free. This card may be kep until needed.

*********Items that are followed by an * are for discussion. Opponents vote on the number of points to award out of a possible five.

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Program: "Simulation Games as Used in Resident Assistant Training Programs"

# "PROGRAMOLY, A SIMULATION GAME"

Perhaps one of the most difficult philosophies to instill within a residence hall staff is the philosophy of programing. This concept seems especially difficult to instill on a campus that has just been converted to the professional approach within each residence hall. One approach that has proved effective in helping resident assistants understand the basic philosophy behind and need for programing within their halls, is the use of a simulation device dealing with the subject of programing.

Programoly is such a device. This simulation game was developed to help resident assistants understand the need for programing, to aid them in thinking of innovative ideas for programs, and to instill in them a basic understanding of the process, on this campus, for attaining money, space, and equipment for programs. It also helps resident assistants understand the group dynamics involved in helping residents plan and implement their own programs. This understanding is accomplished through group discussion, competition to win the game, and through brainstorming techniques.

The use of this game has proved effective on this campus. The game achieved, in a very painless manner, what three or four solid hours of lecture or other training technique might never have accomplished. We have found that our resident assistants not only enjoyed playing the game and learned much from the discussions but were excited enough about programing to make significant contributions to our entire residence hall program.

PROGRAMOLY

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# PROGRAMOLY

## Rules

Programoly follows the basic rules of monopoly. The players receive medals instead of money and the player who wins the most medals earns the title of Programmer. Each player begins with five medals. The group decides who goes first, second, etc. (The game begins) with the roll of a die.

As many as 8-10 people can play at one time. Markers can be the player's choice of items.

It is suggested that the game be facilitated by an experienced R.A. or a hall director, etc. who is familiar with the University's philosophy of programming. The facilitator awards the medals for discussion questions. At the end of the time period the facilitator should answer any questions which result from the game.

It is recommended that the time period permit each player to get around the board at least 1 time.

Program Cards and Key Cards are discussion questions. A player may win up to 5 medals for each question she/he answers. The facilitator determines the number of medals to be awarded, based on completeness of answer and on particular philosophies.

## THE GAME BOARD

1. Go! Collect 5 gold medals
2. You volunteer to advise a hall program. Win 1 medal.
3. You did not miss a hall government meeting this quarter. Win 4 medals.
4. Take one key card.
5. Four hundred people attended your "Apple polishing party" Win 3 medals.
6. Take one program card.
7. You attended the White Elephant Sale sponsored by another hall. Win 2 medals.
8. Your floor was late in electing a government representative. Lose 2 medals.
9. You did not attend any programs during Black Week. Go back to Go.... do not collect medals.
10. Your floor has a Pot-luck Dinner. Win 2 medals.
11. Take one key card.
12. You are one of the R.A. Advisors to the Inter-Residence Hall Council. Win 1 turn.
13. You missed the R.A. Workshop on programming. Lose 3 medals.
14. Take one program card.
15. Your floor sponsored a car wash to raise money for a scholarship. Win 3 medals.
16. You take bridge lessons with other members of the residence hall. Advance to Go!
17. Take one key card.
18. You forgot to publicize your planned movie festival. Lose 3 medals.
19. You gave up on off-campus party to attend the residence hall seminar on Human Sexuality. Win 2 medals.
20. You cleaned up after the Hall Christmas Party. Win 2 medals.
21. Take one Program Card.
22. No one attended your floor meeting to discuss the Equal Rights Amendment. Lose 1 turn.
23. Your floor arranges to have dinner with some faculty members in the cafeteria. Take another turn.

24. You forgot to order the film in time for Monday's program on cancer. Lose 4 medals.
25. You did not attend the program given for disadvantaged children. Lose 2 medals.
26. You signed up for a nigh cla-s the same night as the hall gov't meeting. Lose 1 turn.
27. Your floor has the most people offer to participate in the Student Tutoring Service. Win 3 medals.
28. Take one Program Card.
29. Your freshman floor initiated the "Secret Pal" activity due to your encouragement. Win 2 medals.
30. You help organize a hall picnic at the lake. Advance two spaces.
31. Your floor challenged another floor to a softball game. Win 2 medals.
32. Take one Key Card.
33. Take one Program Card.
34. Advance to Go! Collect medals.
35. You attended the university program on South Africa. Win 3 medals.
36. Your floor adopts a child overseas. Win 2 medals.
37. Your entire floor attended the I.R.H.C. Program on "The Value of a College Degree." Win 3 medals.
38. The staff of your hall and the staff of another hall plan a hall activity together. Win 2 medals.
39. Take one Key Card.
40. Take one Program Card.
41. You and several members of your floor enter the hall talent competition as a musical group. Win 2 medals.
42. Each member of your floor contributed $1.00 for the residence hall emergency loan program. Win 2 medals.
43. Your floor sponsored a program presenting the political platform of several local candidates in the up coming elections. Win 3 medals.
44. Lose one turn.

## THE PROGRAM CARDS

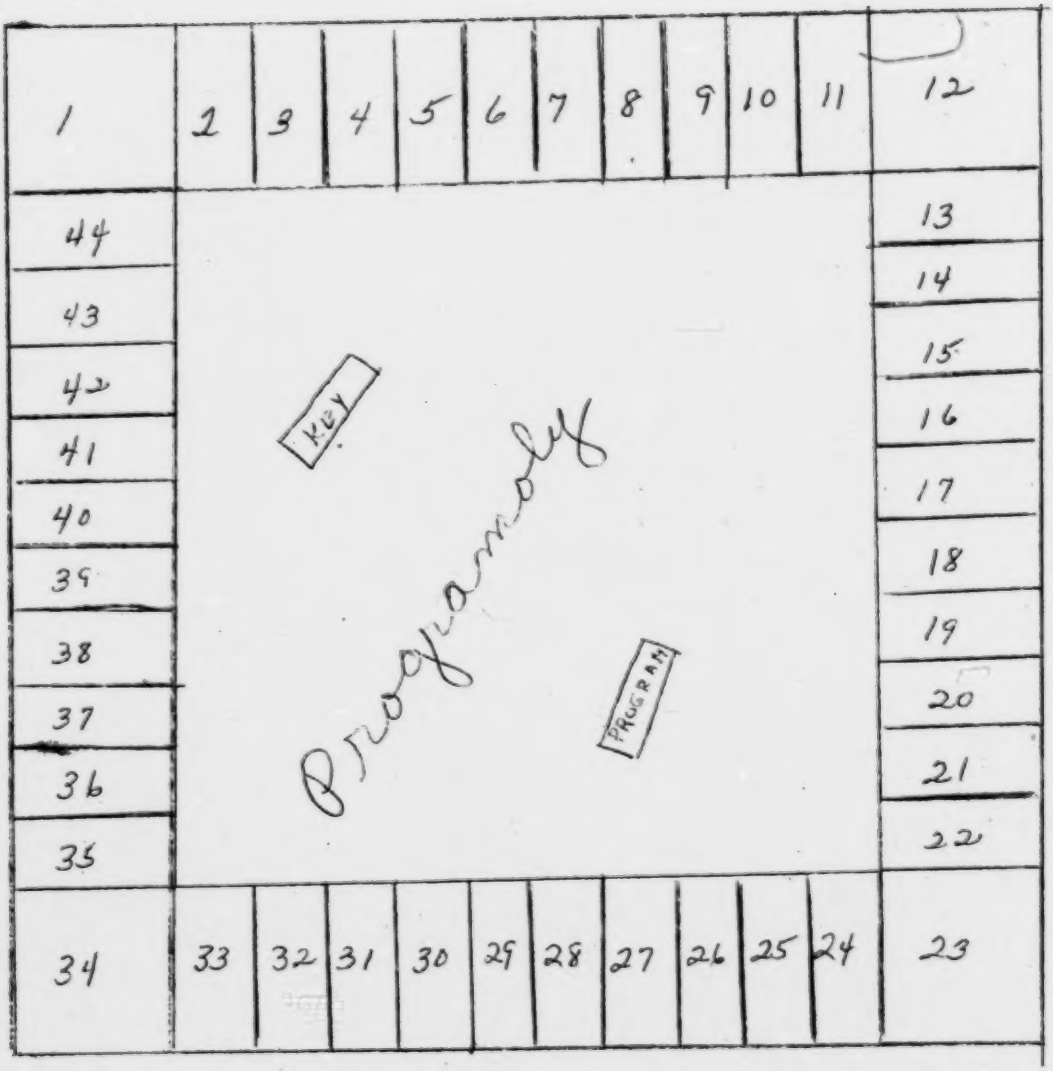
1. The President of the University arrives for a rap session. No one has come down to hear him. What, as a R.A., do you do?
2. You are asked to introuuce a guest speaker to over five hundred people. you are shy and feel you are not the person to do this. What do you do?
3. You are told that you must be present at a hall activity. You have a big test the next day and have not yet begun to study. Discuss what you would do.
4. You do not agree with showing a particular movie because of certain values. Your other co-staff members are enthusiastic ard want you to support the activity. What will you do?
5. You are asked to suggest names for a committee to plan a program on "The Black Student at a White University." What types of people would you suggest?
6. You find that your floor has enormous amounts of energy and they are using this in a destructive manner. What can you do?
7. Brainstorm for 30 seconds and give several programming ideas.
8. Brainstorm for 1 minute and plan a "Splash Party".
9. What is the value of residence hall programming?
10. Give the names of at least three resource people at this college and a program in which each could be part.
11. Comment on "No residence hall program is ever a failure."
12. Your residents want to paint their hall. How can you turn this into an innovative, fun activity?

13. You are asked to initiate a program on "Open Marriage". You know nothing of the topic. Where do you begin?
14. What is the relationship of the hall government to programming?
15. What is the relationship of the R.A. to programming?
16. To what extent should faculty participate in hall activities?
17. How can residence hall programming help students to adjust to college?
18. How involved should a R.A. be with hall government?
19. What are possible sources for community involvement in programming and how would you make contacts?
20. You have an academic program which the hall government will not fund. Are there other sources of funds? Where?
21. Discuss the statement "Women tend to do more programming than men."

THE KEY CARDS

1. The State legal age for alcohol is 21. You are invited to a grain alcohol party, sponsored by members of your floor. What will you do?
2. What determines the success of a program?
3. To improve educational programming in the halls there must be a better relationship between the housing personnel and the faculty.
   Disagree, Agree, Discuss
4. Any activity which ignores student needs, desires, and interests will have little popularity with students. Agree, Disagree. Discuss.
5. How do you assess student interests for residence hall programs?
6. Who is responsible for programming in the residence halls?
7. Is programming necessary in all residence halls? Why? Why not?
8. Your floor shows no interest in any type of programming. What now?
9. Give possible ways to publicize programs.
10. Give one idea of an academic program which can be done in the residence hall and has not already been discussed.
11. What are the advantages or disadvantages of classes being taught in the residence halls?
12. Of all the programs in which you have participated, which one did you like best and why?
13. How can the staff and/or government keep the residents of the hall informed of happenings?
14. You offered to advise a hall newspaper; but it seems as though you are doing everything. What should you do?
15. Your hall is planning Dad's weekend. What activities would you suggest?
16. Is the committee method of planning and carrying out a program an effective means to have a successful program?
17. Most residents of the hall go home on weekends; therefore, it is better to plan your program on a school night. Discuss.
18. Define educational programming in the residence halls.
19. Freshmen should be required to live in the residence halls because through programming, they become better adjusted to college life. Discuss.
20. What are your feelings about having to help plan, initiate, and encourage residence hall programs?
21. You are a R.A. in a coed hall. Give at least two ideas for programs which are not socially oriented.

GAME BOARD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KEY
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PROGRAM

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Program: "Simulation Games as Used in Resident Assistant Training Programs"

"THE ISSUE OF WOMEN'S RIGHTS AS PRESENTED IN A SIMULATION GAME"

Fundamental changes are occuring in the area of human relationships and in our attitudes about them. The changes exist especially in the area of women's involvement in society. There is a need among students to understand these changes and their implication in the area of life style and career planning.

The simulation game, "Left Out, Right On," was developed in an attempt to help students and those working with students understand the basic issues of the women's movement. The game was developed to simulate some of the real life situations which exist for women, and to provide a vehicle for the discussion of those situations in order that some understanding and individual feelings might be shared among those participating in the group.

Such various areas are presented for discussion as the role of women in marriage, the role of women in "Herstory," new career thrusts for women, and new legislation affecting women. Through sharing of experiences and discussion of ideas the participants arrive at a sharing of feelings. This device is designed, not only to create an awareness of the issues, but to provide an avenue for the examination of personal attitudes concerning women and their role in society. The game is designed to be used by both men and women.

# LEFT OUT? RIGHT ON!

## A Simulation Game Designed to Present Career Planning and the Issues of Women's Rights

by Barbara A. Mann

There is a need for those persons working with students to understand the recent changes in the area of women's involvement in society and the implications of these changes in life style and career planning. This game was developed in an attempt to help students and those working with students understand these basic issues.

The game simulates some of the real life situations which exist for women. It provides a vehicle for the discussion of those situations in order that some understanding and individual feelings might be shared among those participating in the group. This device is designed not only to create an awareness of the issues but to provide an avenue for the examination of personal attitudes concerning women and their role in society. The game is designed to be used by both men and women.

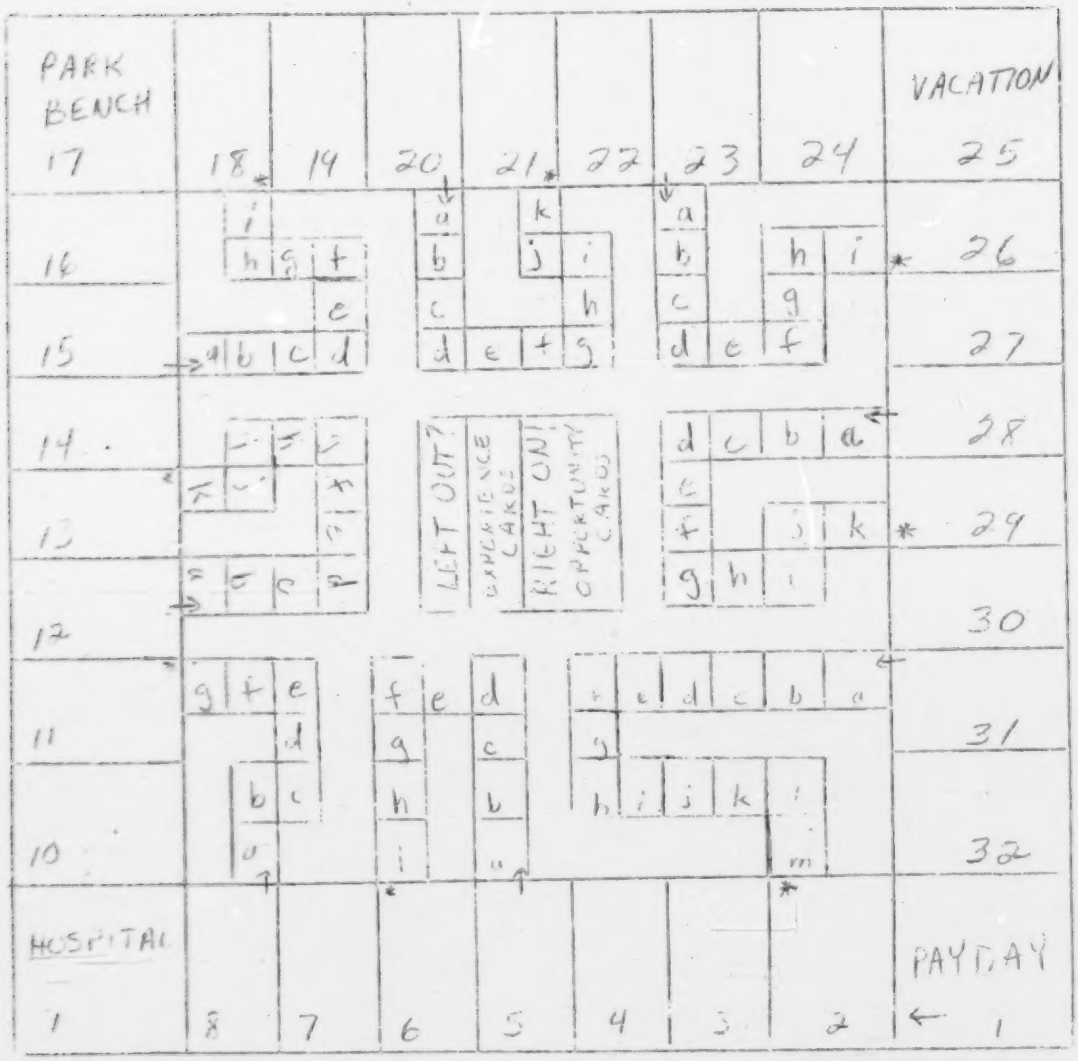
This game has been based on the Parker Brothers Game of Fame, Fortune & Happiness, "Careers."

### The Playing Board

A diagram of the playing board is on the next page. Thirty inches by thirty inches is a good size. The key to the board is as follows:

1. PAYDAY Collect salary as you pass PAYDAY. Collect DOUBLE if you land here. START HERE
2. OPPORTUNITY KNOCKS *Collect Experience
3. PAY TAXES HERE If salary is: $3,000 or less: pay 10%; $3,001 to $9,999: pay 50%; $10,000 or over: pay 90% of 1 year's salary.
4. OPPORTUNITY KNOCKS
5. MAY BECOME AIRLINE STEWARDESS Must have either: $500 for uniforms or Stewardess experience.
   a. 2 ♡ Assigned to Miami flight
   b. 1 Experience Card. Get sunburned. Can't fly.
   c. 2 ♡ Date passenger in Nassau
   d. $1000 times throw of one die. Win at roulette in Casino.
   e. Lose next turn. Passed over for promotion to executive position.
   f. 6 ♡ File discrimination complaint.
   g. 2 ★ 4 ♡ Win complaint. Get promotion.
   h. $5000 Collect back pay.
   i. Lose 1/2 your cash. Business drops. Laid off.
6. OPPORTUNITY KNOCKS *Collect Experience
7. AUTOMOBILE SHOW May spend up to 1 year's salary. Score 1 ♡ for each $1000 you spend. Lose 1 ♡ for "just looking." (Players with no ♡ s may "look" free.)
8. MAY ENTER COLLEGE Must have $1000 for tuition. May earn degree in: LAW MEDICINE SCIENCE EDUCATION Graduate who lands here must throw again.
   a. 4 ♡ Fall in love.
   b. Lose next turn. Grades not high enough to pass

THE PLAYING BOARD




OPPORTUNITY CARDS: 3 to enter college; 3 (1 special) for marriage; 3 (1 special) for politics; 3 (1 special) for teaching; 3 for ~~g~~ big business; 3 for airline stewardess; 3 (1 special) for Mars expedition; 3 (1 special) for women's affairs; 2 vacations in Jamaica; and 2 golden opportunities for any career.

EXPERIENCE CARDS: 8 for 1 square 8 for 2 squares

6 for 3 squares 6 for 4 squares

c. 2 ♡ Elected captain of the basketball team.
d. Research judged best. 2 ♡
e. Roommate's father personnel manager at IBM. Draw 2 Opportunity Cards.
f. Named ΦBK, Mortar Board, Who's Who 6 ★
g. Honor graduate. Draw 2 Opportunity Cards.

9. HOSPITAL You are LAID UP until you throw 5 or LESS...You may NOT use Opportunity or Experience Cards; but you may pay Doctor (if no Doctor, Paymaster) 1/2 your salary for special treatment before any throw and go on that throw.
10. OPPORTUNITY KNOCKS
11. PAY FOOD BILLS HERE. Pay 1/4 of your cash-on-hand for this year's supply of groceries. *Increase Salary by $2000.
12. MAY JOIN BIG BUSINESS. Must have: College Degree; or $500 Employment Fee; or Business experience.
    a. Must be twice as good as male. Draw 1 Experience card.
    b. Lunch with boss. Draw 1 Opportunity card.
    c. Boss likes you. Salary up $1000.
    d. Argue with boss. Lose next turn.
    e. Research leads to production savings. Collect bonus $2000.
    f. Promotion to front office. Salary up $2000.
    g. Clinch big deal. Draw 1 Experience Card.
    h. Assigned a male Secretary. 4 ♡
    i. Too ambitious. Go to Park Bench.
    j. Business slump. Salary cut by 1/2.
    k. Elected token woman to Board of Directors. Salary up $3000.
13. OPPORTUNITY KNOCKS *Collect Experience
14. ART GALLERY May buy "Old Masters" for $3000 each. Throw 1 die and score 1 ★ times the number thrown for each picture bought. Limit: 2 to a customer.
15. MAY BECOME TEACHER Must have either: College Degree; or Teaching experience.
    a. Can't find job. Get ulcer. Go to Hospital.
    b. Get a job as a substitute. 2 ♡
    c. Meet Chairman of School Board. Draw 2 Opportunity cards.
    d. Class walks out. Draw 1 experience card.
    e. Get a full-time teaching job. $1000 times throw of one die.
    f. Christmas Vacation. 4 ♡
    g. Voted "Teacher of the Year" 6 ♡
    h. Must Chaperone Dance. Lose next turn.
    i. Named Principal. 8 ♡
16. OPPORTUNITY KNOCKS
17. PARK BENCH You are Unemployed and must throw 7, 11, or "Doubles" to move on...You may NOT use Opportunity or Experience Cards. But you MAY spend 1/2 your Cash for a new suit of clothes before any throw and to on that throw.
18. OPPORTUNITY KNOCKS *Collect Experience
19. PAY RENT HERE Pay 1/2 your annual salary for this year's house payment.
20. MAY RUN FOR OFFICE Must have: $3000 campaign fund; or Law Degree; or Political experience.
    a. Lose in Primaries. Go to Park Bench.
    b. Lunch with Bella and Shirley. Draw 2 opportunity cards.
    c. Support the ERA. 4 ★
    d. Husband find job in Washington. 2 ♡
    e. Ring 1000 doorbells. Draw 2 experience cards.
    f. Featured in MS. 6 ★
    g. Appointed Supreme Court. 2 ★ 4 ♡
    h. Secured ratification of the ERA. 8 ★

i. Sell story of Committee investigation to TIME. $5000 4 ★
j. Caught with mink. Lose 1/2 your Fame.
k. Win by a landslide. 12 ★

21. OPPORTUNITY KNOCKS *Collect Experience
22. SHOPPING SPREE. Throw 1 die to find out what you spent on a shopping spree. Pay number thrown times 10% of your cash-on-hand.
23. MAY GET MARRIED Must have either: $2000 for wedding; or have been previously married.
    a. Appear on the TV "Newlywed Game." 2 ★
    b. Elected VP of city chapter of NOW. Draw 1 Experience card.
    c. Chairperson of Charity Ball. Draw 2 Opportunity cards.
    d. Have Quintuplets. 6 ★ 2 ♡
    e. Cook dinner for husband's boss. Salary up $1000.
    f. Boss gets ptomaine. Cut salary by 1/2.
    g. Scandal and divorce. 10 ★ But lose ALL your Happiness.
    h. Divorce settlement. $1000 time throw of one die.
    i. Named "Mother of the Year" 12 ★
24. OPPORTUNITY KNOCKS.
25. VACATION IN JAMAICA Score 4 ♡ when you land here and 2 ♡ each time you stay. May stay on throws of 7 or less...But you may leave on any throw.
26. OPPORTUNITY KNOCKS *Collect Experience
27. STOCK MARKET May buy blocks of stock for $3000 each. Throw 1 die and sell out for $1000 times the number thrown. Throw once for each block bought. No limit on purchase.
88. MAY BE NAMED TO BIG JOB Must have: College degree and have completed one career; or $4000 political contribution.
    a. Named to State Commission on Status of Women. 2 ♡
    b. Commission doesn't meet. Throw again.
    c. Commission meets - spend $2000 of own money or go to Park Bench.
    d. Renew subscription to MS. 2 ♡
    e. Help write AAP. Draw 2 experience cards.
    f. File discrimination complaint with HEW. 4 ♡
    g. Develop an ulcer. Go to Hospital.
    h. Collect back pay and damages. $10,000.
    i. Named AA Officer at University. 2 ★ 4 ♡
    j. Named to Government job as Ass't. Sec. of Labor. 6 ♡
    k. Named to a Board of Directors in Industry. Collect $20,000
29. OPPORTUNITY KNOCKS *Collect Experience
30. DESIGNER CLOTHES Clothes for sale. Score ♡s as follows:

| PAY | SCORE |
|---|---|
| $2000 | 4 ♡ |
| $8000 | 8 ♡ |
| $16000 | 12 ♡ |

31. MAY JOIN EXPEDITION Mast have: $5000 contribution to research; or Science Degree; or Space Experience.
    a. First woman astronaut. 2 ♡
    b. First woman in space. 6 ★
    c. Lose your nerve. And ALL your Fame.
    d. Ship explodes. Lose ALL your Cash.
    e. Rescue co-pilot from jammed airlock. 2 ★ 4 ♡
    f. Promotion for bravery. Salary up $2000
    g. Crash landing. Draw 2 Experience cards.
    h. You are the 1st Human to land on Mars. 16 ★
    i. Discover the secret of the Canals. 10 ♡
    j. Find gold dust in Canal. Collect $10,000.
    k. Jump over Canal. 10 ★ but go to hospital.
    l. Successful landing. 6 ★ 4 ♡
    m. Sell story of trip to MS. Collect $5000.

32. STATUE IN THE PARK May buy statue of self for home town. Score Fame points as follows:

| Pay | Score |
|---|---|
| $4000 | 4 ★ |
| $8000 | 10 ★ |
| $12000 | 16 ★ |

## RULES

The rules are the same as for the "Careers" Game. It is suggested that a facilitator be used to interpret the rules in order to save time and to allow the participants to concentrate on the concepts. The facilitator should be familiar with the names and terms used, should permit discussion, and following the game should encourage processing of feelings evoked by the game.

Object of the Game: To "succeed" by earning Fame (★), Happiness (♡) and Money ($) by going through the occupations. Each player decides what her Success Formula will be and the first player to achieve or exceed her own Success Formula is the winner of the game.

Equipment: Playing board, opportunity cards, experience cards, playing pieces, two dice, score sheets, and a supply of play money.

The Occupation Paths: A player may enter as many different occupations as she wishes, in any order, and may go through any occupation as often as she wishes (exception: may go through College only once.) The players earn Fame, Happiness and Money points as they land on the appropriate squares. Some occupations have more opportunities for earning Fame or Happiness or increasing salary or winning bonuses.

The Success Formula: The Success Formula is the number of Fame, Happiness and dollar points which a player must earn in order to win. The total of 60 points (or more if the players agree) may be divided in any way among the three types of points. $1000 equals 1 Money point. The players write down their Success Formulas before play begins.

Scoring: The players keep running totals of Fame and Happiness points. Money points are the number of 1000's of dollars in cash that a player has on hand (cash-on-hand.) Salary refers to the money which the player is entitled to collect from the Paymaster each time she passes payday. The game is won the moment a player reaches or exceeds her entire formula.

The Play: Each player starts with $1000. Play in turn in a clockwise order around the board according to the throw of both dice. Move through the Occupation Paths by throwing one die only. Doubles do not entitle a player to an extra turn. If a player lands on a square leading into an occupation she may enter the occupation on her next turn by throwing one die if she can meet one of the requirements listed. If she lands on a square marked "Opportunity Knocks" she draws an Opportunity Card to be read immediately because it can be used on the same turn. Players follow directions on the other squares in which they land.

Entering Occupation Paths: Players to enter must land on the entrance square. If she can meet one of the requirements she can enter on the next throw of one die. A player who has completed an occupation once never has to pay an entrance fee for that same occupation for the remainder of the game. If a player cannot meet at least one requirement for an occu-

pation, she cannot enter and must continue around the outside path. She need not enter any occupation unless she has moved to its Entrance Square by means of an Opportunity Card. Then she must enter.

Completing Occupations: To receive credit for completing an occupation, a player must pass all the way through the path. She checks her Experience on the score sheet on the line for that occupation, 1st for the first time through, etc. The first time through she collects one Experience card, the second time two, and the third time three (maximum). The first player through College selects a degree and checks it on the score sheet. The other players are limited to choosing from the remaining degrees. Players completing College do not draw an Experience card but score a salary increase of $2000. The player selecting a degree in medicine becomes a Doctor. She receives payments from players in the Hospital and if she lands in the Hospital can move out on her next turn without paying. No player may go to College more than once. If all the special degrees are selected the player gets a College Degree.

Opportunity Cards: Are used for moving to the Entrance Square of the occupation specified. When using this card move in a clockwise direction around the board and collect salary if the player passes Payday. Opportunity cards can be used immediately, can be saved (face up) and used later in place of a throw, or sold or traded at any time to another player. If a player uses an Opportunity card she must, on her next turn, enter that occupation.

Experience Cards: These cards are saved and may be used in place of throwing the die or dice on any turn. They may be played on either outside or inside squares. A player may buy, sell or trade experience cards. They cannot be used on the same play on which they are drawn.

Salaries: Everyone's starting salary is $1000. Salaries are collected only when passing payday. A player's salary changes only when she lands on a space on which "Salary" appears.

Special Notes:

1. Anytime a player is sent to the Hospital or Park Bench she must go directly there and she does not collect her salary, experience card or credit for an occupation. If sent from an occupation path she can re-enter only by landing there and meeting the requirements.

2. Whenever the word "MAY" appears on the playing board, players are not required to follow the directions unless they so wish.

Fold forward on dotted line and write SUCCESS FORMULA under flap.

MONEY FAME HAPPINESS

$____,000 + _____ ★s + _____ ♥s = 60 points

| OCCUPATION RECORD | | | |
|---|---|---|---|
| Check: | 1st | 2nd | 3rd |
| Stewardess | | | |
| Business | | | |
| Teaching | | | |
| Politics | | | |
| Marriage | | | |
| Women's Affairs | | | |
| Mars | | | |

| COLLEGE EDUCATION | |
|---|---|
| Law | |
| Medicine | |
| Education | |
| Science | |
| College Degree | |

| SALARY LEVEL | ★ | ♥ |
|---|---|---|
| 0 | | |
| $1000 | | |
| 2000 | | |
| 3000 | | |
| 4000 | | |
| 5000 | | |
| 6000 | | |
| 7000 | | |
| 8000 | | |
| 9000 | | |
| 10000 | | |
| 11000 | | |
| 12000 | | |
| 13000 | | |
| 14000 | | |
| 15000 | | |
| 16000 | | |
| 17000 | | |
| 18000 | | |
| 19000 | | |

Money score (cash-on-hand) at end of game:

$_____,000

Fold forward on d
SUCCESS FORM

MONEY FAME

$____,000 + _____ ★s +

| OCCUPATION RECORD | | | |
|---|---|---|---|
| Check: | 1st | 2nd | 3rd |
| Stewardess | | | |
| Business | | | |
| Teaching | | | |
| Politics | | | |
| Marriage | | | |
| Women's Affairs | | | |
| Mars | | | |

| COLLEGE EDUCATION | |
|---|---|
| Law | |
| Medicine | |
| Education | |
| Science | |
| College Degree | |

$10
20
30
40
50
60
70
80
90
100
110
120
130
140
150
160
170
180
190

ward on dotted line and write
ESS FORMULA under flap.

FAME HAPPINESS

_____ ★s + _____ ♥s = 60 points

| 2nd | 3rd |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

TION

| SALARY LEVEL | ★ | ♥ |
|---|---|---|
| 0 | | |
| $1000 | | |
| 2000 | | |
| 3000 | | |
| 4000 | | |
| 5000 | | |
| 6000 | | |
| 7000 | | |
| 8000 | | |
| 9000 | | |
| 10000 | | |
| 11000 | | |
| 12000 | | |
| 13000 | | |
| 14000 | | |
| 15000 | | |
| 16000 | | |
| 17000 | | |
| 18000 | | |
| 19000 | | |

Money score (cash-on-hand) at end of game:

$_____,000

Fold forward on dotted line and write
SUCCESS FORMULA under flap.

MONEY FAME HAPPINESS

$___,000 + _____ ★s + _____ ♥s = 60 point

| OCCUPATION RECORD | Check: | 1st | 2nd | 3rd |
|---|---|---|---|---|
| Stewardess | | | | |
| Business | | | | |
| Teaching | | | | |
| Politics | | | | |
| Marriage | | | | |
| Women's Affairs | | | | |
| Mars | | | | |

| COLLEGE EDUCATION | |
|---|---|
| Law | |
| Medicine | |
| Education | |
| Science | |
| College Degree | |

| SALARY LEVEL | ★ | ♥ |
|---|---|---|
| 0 | | |
| $1000 | | |
| 2000 | | |
| 3000 | | |
| 4000 | | |
| 5000 | | |
| 6000 | | |
| 7000 | | |
| 8000 | | |
| 9000 | | |
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| 11000 | | |
| 12000 | | |
| 13000 | | |
| 14000 | | |
| 15000 | | |
| 16000 | | |
| 17000 | | |
| 18000 | | |
| 19000 | | |

Money score (cash-on-hand) at end of game:

$_____,000

# STUDENT ORIENTATION LEADER

# TRAINING GAME

by Marilyn G. McCall
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## PURPOSES AND RULES

The purpose of the Student Orientation Leader Training game is to develop a certain amount of preparedness among new Student Orientation Leaders. The game stresses positive approaches to traditionally "negative" attitudes among upperclassmen students. It is designed to help SOL's evaluate their own feelings and attitudes and to help them be prepared to answer in a positive manner, questions that new students may ask. The game is also designed to provide information. This is accomplished by the use of a facilitator who serves as judge and moderator, and who awards stars for the quality of the answer given to the Question Cards.

The game is played much as Monopoly is played, and each participant moves a marker around a board. When he/she lands on a "Take a ? Card" space, a card is drawn from the middle and the moderator (facilitator) reads the question and judges the answer.

The game is over when all the question cards have been answered. The participant with the most number of stars at the conclusion of play, "wins" the game.

This game, by its design is highly esoteric, to one institution. It is designed to serve as a model for other games developed for other institutions.

## THE GAME BOARD

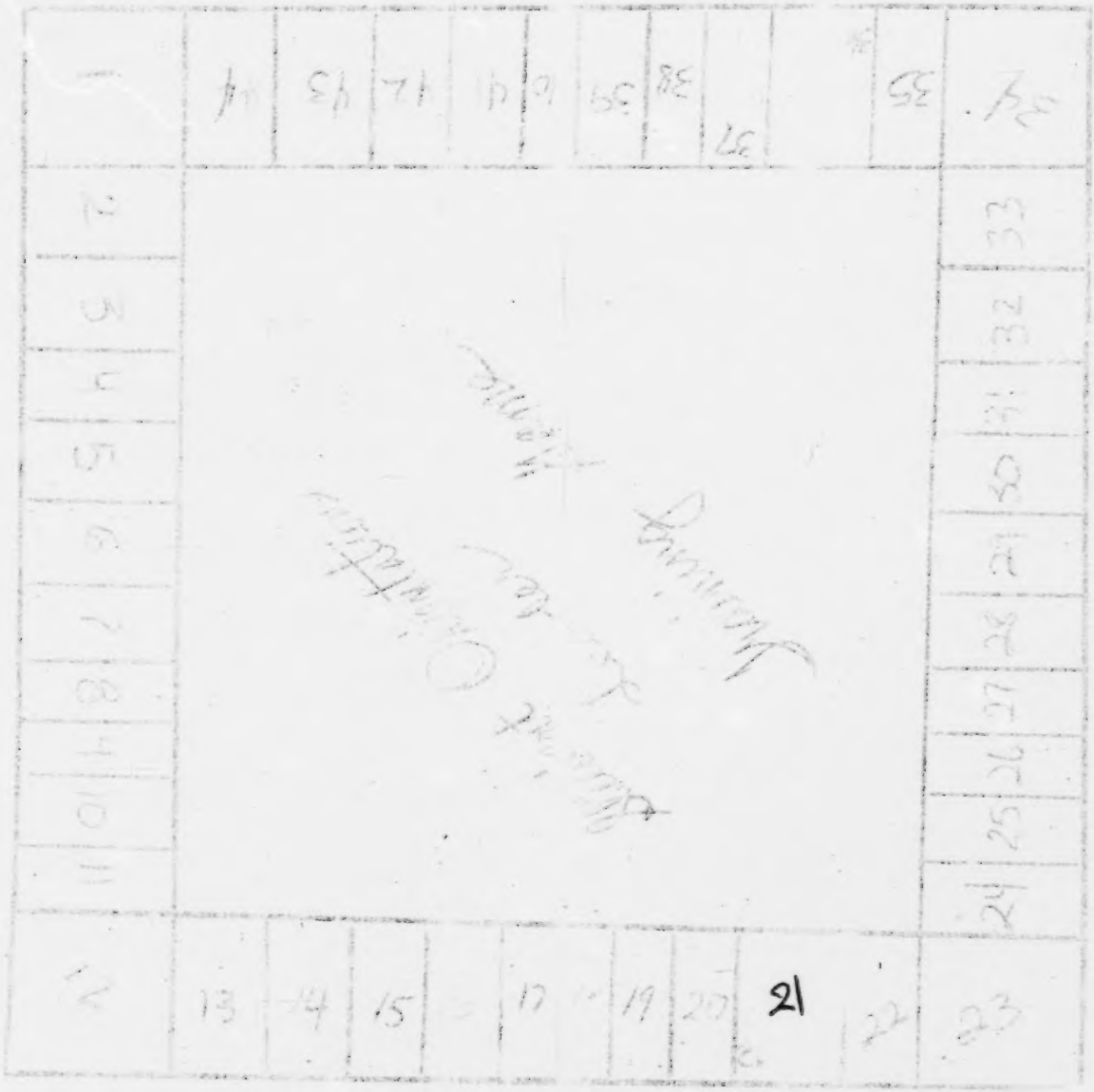
1. Go! collect 5*
2. You remember the names of four people in your group. Win 2*
3. You are late for check-in duty. Lose 4*
4. You remember to say "Residence Hall" instead of "Dorm". Win 5*
5. Take a ? Card
6. You spend 20 minutes explaining self regulated hours to a mother. She understands. Win 3*
7. You forget that Dean Cameron takes care of Veteran's Affairs. Lose 2*
8. You take a freshman to Waynesville. Lose 5*
9. Take a ? Card.
10. You don't even crack a smile when a freshman asks if the Campus Police are effective. Win 2*
11. You volunteer to stuff orientation folders. Win 10*
12. On check-in duty. Lose 2 turns or roll doubles
13. You develop a positive way of explaining the housing contract. Win 5*
14. You spend the night out of the hall on July 21. Lose 5*
15. Take a ? Card.
16. You forget to lock the hall the night it was your turn. Lose 2*
17. 93% of the new students show up at the social event. Move ahead 2 spaces
18. Take a ? Card.
19. You cut the social event. Lose 1 turn
20. You remember who Dr. Combs is. Win 2*
21. Take a ? Card.
22. You are positive about the Infirmary. Win 3*
23. Free Space. Win all * in the middle.
24. Six students on your floor get homesick and decide not to come to Western in the Fall. Lose 4*
25. The faculty advisors vote you "Most Helpful Orientation Leader". Win 5*

26. Dean McCall commends you on the job you are doing. Win 3*
27. Take a ? Card.
28. All new students begin to look alike to you. Lose 2*
29. You remember that Dean Dawson takes care of Student Activities. Win 2*
30. You get along with all your fellow Orientation Leaders. Win 4*
31. Take a ? Card.
32. You can't remember what Glen Hardesty does. Lose 3*
33. You correctly explain the course repeat policy. Win 2*
34. Take duty. DO NOT PASS GO. Do not collect *
35. You remember to smile when people are checking-in. Win 1*
36. Your library tour attracts no people. Win 2*
37. Take a ? Card
38. You forgot to hand out the Orientation materials at check-in. Lose 2*
39. You take 2 groups because a fellow leader is sick. Win 5*
40. Take a ? Card.
41. You forgot where the master key is kept. Lose 3*
42. You explain what Dr. Wilson's position is. Win 3*
43. Take a ? Card.
44. You remember all 15 of the faculty advisors names. Win 2*

QUESTION CARDS

1. Will I be allowed to leave on the weekends?
2. Who makes the students on the floor in the residence halls study?
3. Who can I talk to about sex?
4. What if my roommate is a Homosexual?
5. What do the campus police do on this campus?
6. Are there any special programs for black students on this campus?
7. I want to bring my pet hamster with me. Can I? Why not?
8. I want to graduate in three years and my advisor won't let me sign up for any more than twelve hours. What can I do?
9. What is a QPR?
10. Who do I go to when I have trouble in one of my classes?
11. Are there lots of things to do on campus on the weekend?
12. Why can't I live off campus?
13. Will all my teachers be fair and good?
14. What are my chances of getting any financial aid?
15. I just signed up for a course from Mr. Rogers. What is he like?
16. Who can I go to if I'm homesick?
17. I don't know what I want to major in because I have not made any career plans yet. Who can help me with this problem?
18. What is all this stuff I'm hearing about all the problems with the Chancellor at Western?
19. What are the advantages of being a greek on this campus?
20. What is the Infirmary really like?
21. What happens if I don't get along with my roommate?
22. What will happen if I flunk all my courses Fall Quarter?
23. How can we get the intervisitation policy changed?
24. I want a single room. What do I do? Will it cost more?
25. What is the student court system all about? Is it effective?
26. I want to remain active in my church when I come to college. Is there an active Baptist group on campus? How do I get involved with this group.
27. What do Resident Assistants do?
28. Is there any stealing in the halls?
29. Can my mother come visit and spend the night with me in the residence hall?
30. What if I get a roommate of another race?

31. What goes on at the University Center?
32. Does Western have a Ski Team? If so, how do I get involved?
33. What if my roommate wants to borrow my clothes all the time?
34. I don't want to live on a floor where there is any visitation? What can I do about this?
35. What if I flunk out? How do I get back in? Is it easy?
36. Is the food in the cafeteria good? Will I have to pay for meals I don't eat there?
37. Where can I get a check cashed?
38. Will I be able to find everything I need in the library?
39. Will it be easy for me to get dates on this campus?
40. Do I have to be a Greek to be popular?
41. I want a part time job here at school. Where do I go to apply?
42. Will the Dean of Women or Men call my parents If I get caught doing something wrong?
43. What if my roommate uses or sells drugs and keeps them in our room?
44. Can I paint my room if I don't like the color? Who do I see if I want to do this?
45. Will my grades be sent to my parents? Why not?
46. What sort of programs go on in the residence halls?
47. What are the resident hall coordinators like?
48. Is Student Government easy to become involved in here? How do I do it?
49. Are there lots of drugs on this campus?
50. Will I have to sign a Housing Contract?
51. Are the floors in the residence halls quiet enough to study on?
52. How is the Biology Department here? I have heard that there has never been a student from Western accepted to Medical School. Is that true?
53. What if someone I know needs an abortion?
54. What is the intervisitation policy?
55. How much spending money do my folks need to send me each month?
56. Are there any special programs for women students on this campus?
57. What is the course repeat policy all about?
58. How can I be sure that I'll be able to room with my best friend?
59. What if I don't want a Post Office box in my residence Hall? Can I still get one at the Post Office?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